

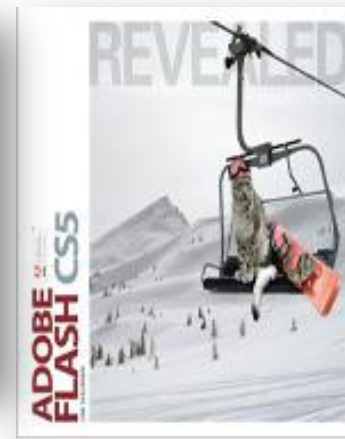
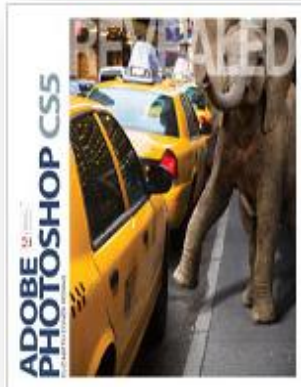
Adobe Flash CS5 Revealed

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- Full coverage of Adobe Flash CS5's new features, and enhancements to current features, as well as a new section on learning the basics of ActionScript 3.0.
- All new features are highlighted throughout the text with a new features icon.
- Step-by-step instructions clearly show how to create, modify, and enhance Flash files.
- Extensive end-of-chapter projects reinforce critical skills by applying them to real-world applications.



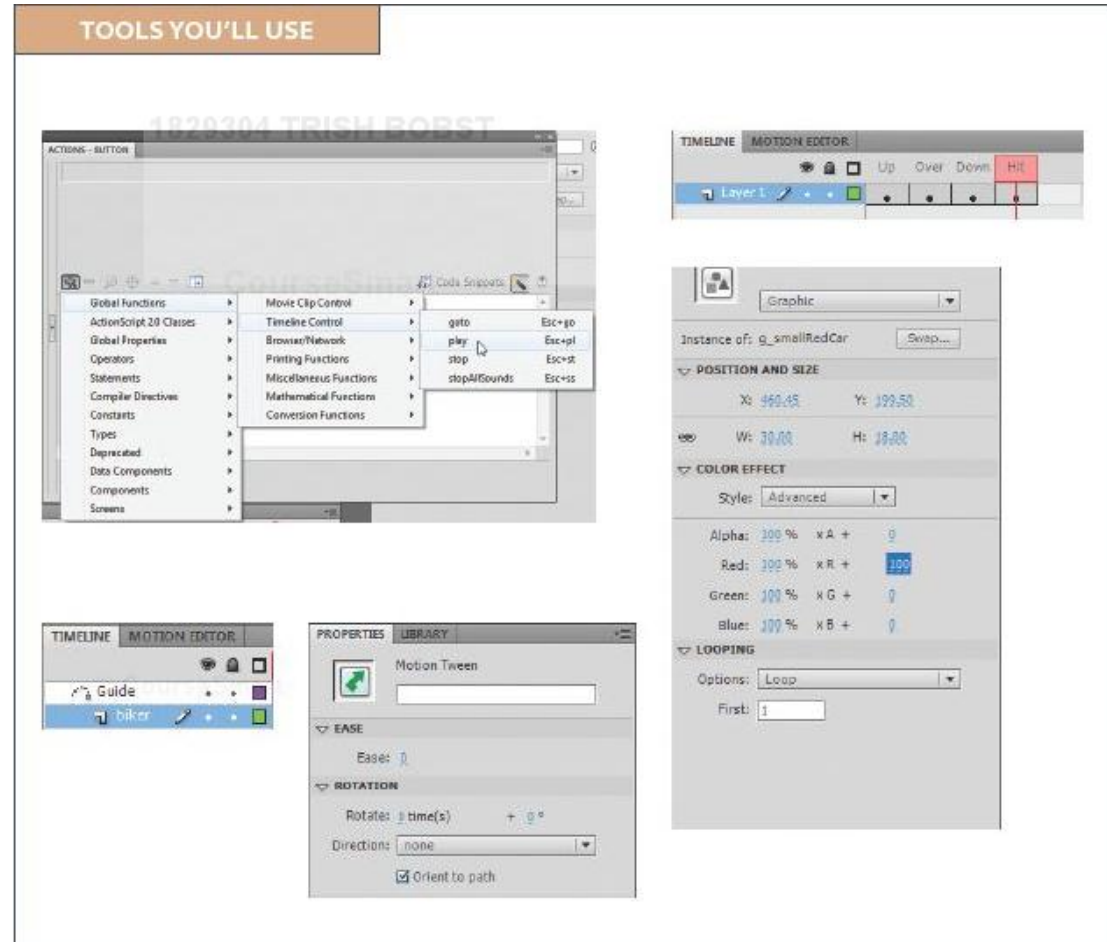
- Teaches design skills as well as technical skills
- End-of-chapter learning projects, and step-by-step tutorials, readers acquire top-notch skills.
- Approved courseware to prepare students for the Adobe Certified Associate certification



Tools You'll Use



Each chapter begins with a **visual overview** of the ***Tools You'll Use*** in the chapter.



What You'll Do



Each lesson starts with a ***What You'll Do*** figure. This figure gives students an at-a-glance look at what's to come in the chapter and a detailed description of the following lesson.

LESSON 1

Create Motion Tween ANIMATIONS


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Understanding Motion Tween Animations

An animation implies some sort of movement in an object. However, the concept of animation is much broader. Objects have specific properties such as position, size, color, and shape. Any change in a property of an object over time (i.e., across frames on the Timeline) can be considered an animation. So, having an object start at the left of the screen in frame 1 and then having it move across the screen and end up at the right side in frame 10 would be a change in the position property of the object. Each of the in-between frames (2-9) would show the position of the object as it moves across the screen. In a motion tween animation, you specify the position of the object in the beginning and ending frames and Flash fills in the in-between frames, a process known as tweening. Fortunately, you can change several properties with one motion tween.

For example, you could have a car move across the screen and, at the same time, you could have the size of the car change to give the impression of the car moving away from the viewer. The process for creating a motion tween animation is to select the frame and layer where the animation will start. If necessary, insert a keyframe (by default, frame 1 of each layer has a keyframe). Select the object on the Stage, then select the Motion Tween command from the Insert menu. If the object is not already a symbol, you will be asked if you want to convert it to a symbol. You must convert the object to a symbol if prompted because only symbols and text fields can have a motion tween applied. Then you select the ending frame and make any changes to the object, such as moving it to another location or resizing it. After you make the change, a keyframe automatically appears in the ending frame you selected. When you create a motion tween, a tween span appears on the Timeline.

What You'll Do



 In this lesson, you will create and edit motion tween animations.



Conceptual Lessons



Figure 4 Positioning the car object

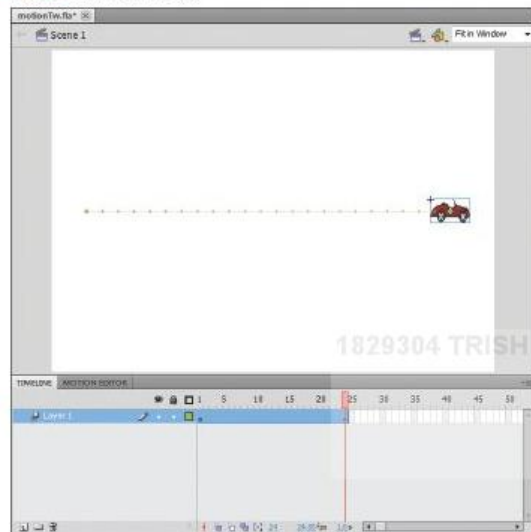
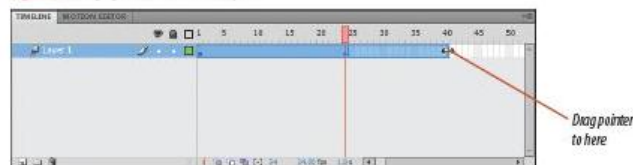


Figure 5 Changing the end of the tween span



Lesson 1 Create Motion Tween Animations

Create a motion tween animation

1. Open fl4_1.fla from the drive and folder where your Data Files are stored, then save it as **motionTw.fla**.
This document has one drawn object—a car that has been converted to a symbol.
2. Click the **Selection tool** on the Tools panel, then click the **car** to select it.
3. Click **Insert** on the menu bar, then click **Motion Tween**.

Notice the tween span appears on the Timeline. Because you started in frame 1, the number of frames in the span equals the frames per second for the movie.

4. Verify the playhead is on the last frame of the tween span, then drag the car to the right side of the Stage, as shown in Figure 4.

A motion path appears on the Stage with dots indicating the position of the object for each frame. A diamond symbol appears in frame 24, which is the end of the tween span. The diamond symbol is a position keyframe and it is automatically inserted at the end of the tween path.

Note: The end of this tween span is determined by the document frame rate, which is 24 fps. To see the diamond symbol more clearly, move the playhead.

5. Point to the end of the tween span, when the pointer changes to a double arrow \leftrightarrow , drag the **tween span** to frame 40, as shown in Figure 5.

(continued)

Lessons walk through each process, step by step with detailed images, icons, tips and notes.



Skills Review

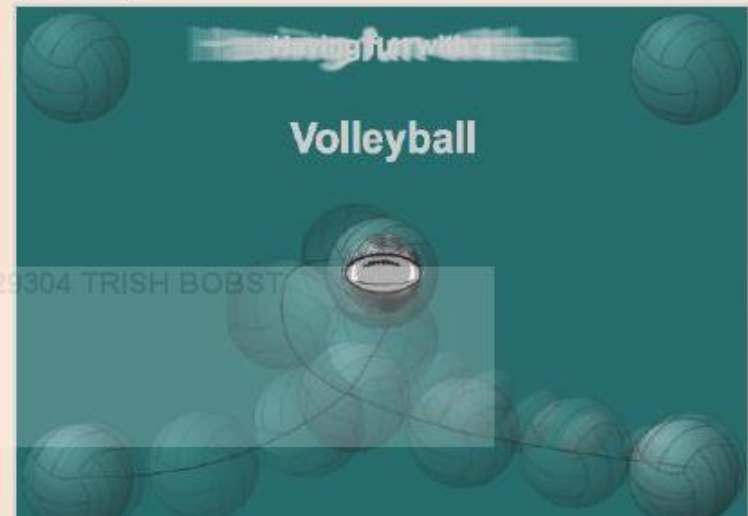


SKILLS REVIEW

(CONTINUED)

7. Turn on the Edit Multiple Frames feature.
8. Drag the q_ball symbol to the Stage and use the Properties panel to resize the width to 60 px. (Hint: Verify the Lock width and height values together chain is not broken. This will ensure that when one value is changed, the other value changes proportionally.)
9. Center the football on top of the volleyball.
10. Break apart the football object.
11. Turn off the Edit Multiple Frames feature.
12. Click frame 66 on the morph layer and insert a shape tween.
13. Test the movie, then close the Flash Player window.
14. Add shape hints to the volleyball and the football.
15. Lock the morph layer.
16. Test the movie, close the Flash Player window, then save your work.
17. Exit Flash.

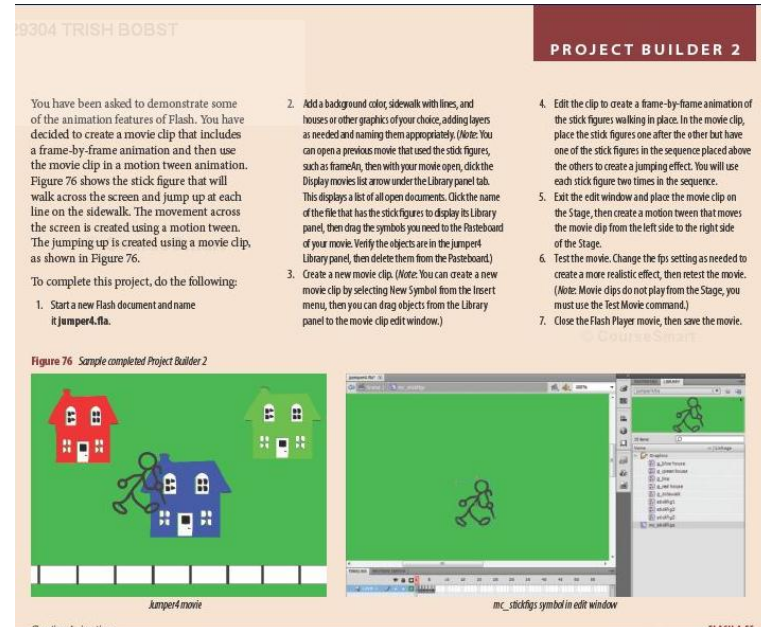
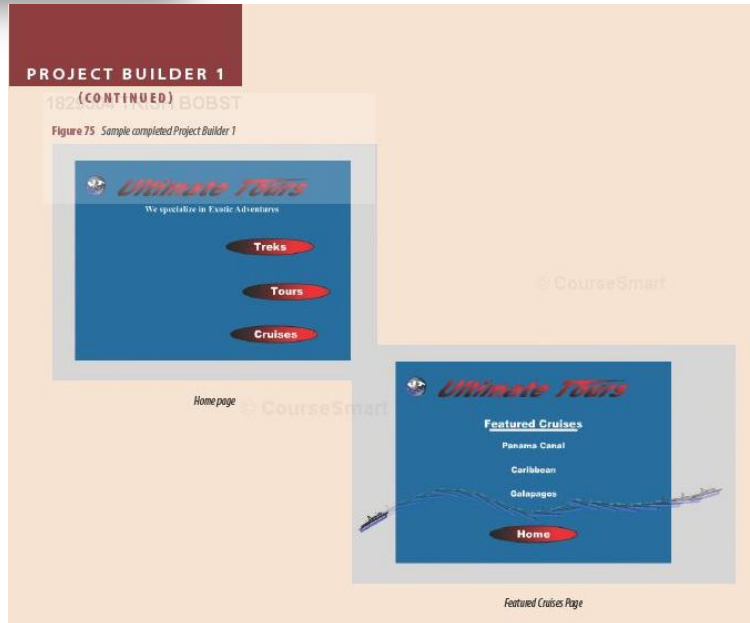
Figure 74 Completed Skills Review



The **Skills Reference** table highlights power user shortcuts to tools used in the chapter. **Skills Review** exercises are included at the end of each chapter and contain hands-on practice exercises that mirror the progressive nature of the lesson material.



Project Builder



Two **Project Builder** exercises are featured at the end of each chapter . These exercises require students to apply the skills learned in the chapter. Includes finished example of the project.



Design Project



DESIGN PROJECT

Figure 77 shows a website for kids. Study the figure and complete the following. For each question, indicate how you determined your answer.

1. Connect to the Internet, then go to www.smokeybear.com/kids.
2. Open a document in a word processor or open a new Flash document, save the file as `dpo4`, then answer the following questions. (Hint: Use the Text tool in Flash.)
 - What seems to be the purpose of this site?
 - Who would be the target audience?
 - How might a frame animation be used in this site?
 - How might a motion tween animation be used?
 - How might a motion guide be used?
 - How might motion animation effects be used?
 - How might the text be animated?

Figure 77 Design Project



Smokey Bear image used with the permission of the USDA Forest Service.

A **Design Project** exercise is featured at the end of each chapter. This exercises requires students to apply the skills learned in the chapter.





Portfolio Project

PORTFOLIO PROJECT

This is a continuation of the Portfolio Project in Chapter 3, which is the development of a personal portfolio. The home page has several categories, including the following:

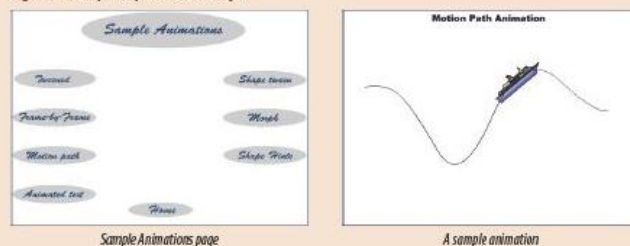
- Personal data
- Contact information
- Previous employment
- Education
- Samples of your work

In this project, you will create several buttons for the sample animations screen and link them to the animations.

1. Open portfolio3.fla (the file you created in Portfolio Project, Chapter 3) and save it as **portfolio4.fla**.
2. Display the Sample Animation screen and change the heading to Sample Animations.

3. Add layers and create buttons with labels, as shown in Figure 78, for the tweened animation, frame-by-frame animation, motion path animation, and animated text.
4. Create a tween animation or use the passing cars animation from Chapter 3, and link it to the appropriate button on the Sample Animations screen by assigning a goto action to the button.
5. Create a frame-by-frame animation, and link it to the appropriate button on the Sample Animations screen.
6. Create a motion path animation, and link it to the appropriate button on the Sample Animations screen.
7. Create several text animations, using scrolling, rotating, and zooming; then link them to the appropriate button on the Sample Animations screen.
8. Create a shape tween animation, and link it to the appropriate button on the Sample Animations screen.
9. Create a shape tween animation that produces a morphing effect, and link it to the appropriate button on the Sample Animations screen.
10. Create a shape tween animation that produces a morphing effect using shape hints, and link it to the appropriate button on the Sample Animations screen.
11. Add a layer and create a Home button that links the Sample Animations screen to the Home screen.
12. Create frame actions that cause the movie to return to the Sample Animations screen after each animation has been played.
13. Test the movie.
14. Save your work, then compare sample pages from your movie to the example shown for two of the screens in Figure 78.

Figure 78 Sample completed Portfolio Project



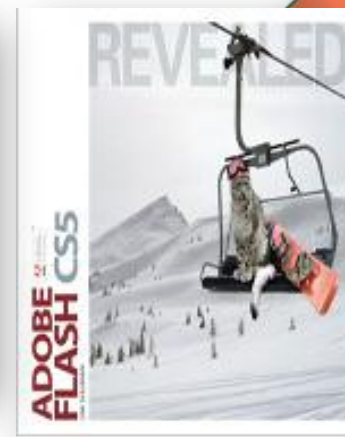
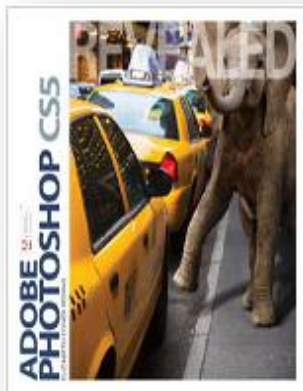
Sample Animations page


A sample animation

Portfolio Projects are included at the end of each chapter and encourage students to solve challenges based on the content explored in the chapter.



- Student data files needed to complete the exercise, lessons, and projects in the book





Adobe Flash CS5 Revealed, 1st Edition

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Chapter 1


Data Files

Book Resources

Additional ACA Objectives

Additional ACE Objectives

Adobe Flash CS5 Revealed, 1st Edition



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Instructor Resource CD
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 - Chapter overviews
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